

IN THE CLAIMS

1. (Currently amended) A method for monitoring the performance of a network including at least one node that communicates with the network using a transaction-based protocol, the method comprising:

monitoring particular characteristics of transaction-based protocol exchanges to and/or from said node; and

deriving a plurality of different components including round-trip network latency, TCP connect time, TCP connect processing time, web server processing time and remaining content time, in response to said monitoring.

2. (Original) The method of claim 1 wherein the monitoring step includes monitoring SYN bit acknowledgment.

3. (Original) The method of claim 1 wherein said monitoring step includes monitoring TCP data packet acknowledgment.

4. (Original) The method of claim 1 wherein said monitoring step includes monitoring TCP slow start turnaround.

5. (Original) The method of claim 1 wherein said monitoring step includes monitoring TCP zero to non-zero window turnaround.

6. (Original) The method of claim 1 wherein said monitoring step includes monitoring TCP FIN bit acknowledgment.

7. (Original) The method of claim 1 wherein said deriving step includes deriving and subtracting delays associated with processing by a further node communicating over the network with said first-mentioned node.

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8. (Original) The method of claim 1 wherein said monitoring and deriving steps are performed at a plurality of network sites remote from said node, or co-located with said node.
9. (Original) The method of claim 1 further including reporting said derived results.
10. (Original) The method of claim 9 wherein said reporting step comprises generating a web page.
11. (Original) The method of claim 9 wherein said reporting step includes providing a web-page-based report over said network.
12. (Original) The method of claim 1 wherein said monitoring and deriving steps are performed on a subscription basis.
13. (Original) The method of claim 1 wherein said monitoring step includes coupling a monitoring node to said network and operating the monitoring node in a promiscuous mode.
14. Cancelled
15. (Currently amended) A subscription-based remote monitoring service comprising:
 - initiating a monitoring subscription over the Internet, including obtaining at least one network address to be monitored;
 - remotely monitoring, over said network, transactions involving said network address; and
 - deriving a plurality of different components including, TCP connect time, TCP connect processing time, web server processing time, remaining content time, network latency and device latency in response to said monitoring.

16. Cancelled

17. Cancelled

18. Cancelled

19. (Original) A method of determining communications protocol latency including:
monitoring TCP traffic between a server and a client; and
using an IP Header sequence number to help distinguish out-of-order TCP packets
from retransmitted TCP data packets each carrying HTTP data.

20. (Currently amended) A method of determining communications protocol latency
including:
monitoring TCP traffic between a server and a client; and
using an initial exchange between said server and said client and TCP header
flags to determine whether an initial HTTP reply is retransmitted; and
calculating a plurality of different components including round-trip network
latency, TCP connect time, TCP connect processing time, web server processing time and
remaining content time.

21. (Original) The method of claim 20 further including using retransmission time as
time to discount when calculating web server processing time.

22. (Original) The method of claim 20 further including using retransmission time as
time to discount when calculating TCP connect processing time.

23. (Original) The method of claim 20 further including continually calculating
transport-to-transport network latency to obtain minimum network latency for at least one
TCP session.

24. (Original) The method of claim 20 further including using round trip network latency as time to discount when calculating web server processing time.
25. (Original) The method of claim 20 further including using round-trip network latency as time to discount when calculating TCP connect processing time.
26. (Currently amended) A method of calculating communication latency by monitoring a communications protocol over a network comprising:
- monitoring protocol traffic between a client and a server over the network;
 - continually calculating network retransmission time; and
 - taking said calculated network retransmission time into account when computing web server processing time and TCP connect time and the number of packets lost, said computing taking into account said calculated network retransmission time.
27. (Original) A method of determining whether web page content is static or dynamic including:
- monitoring HTTP protocol traffic between a web client and a web server over a network; and
 - using an HTTP initial request and reply to determine if the content of at least one web page hosted by the web server is static or dynamic.
28. (Currently amended) A method of determining web server processing time including:
- monitoring communications between said web server and at least one client; and
 - calculating a plurality of different components including round-trip network latency, TCP connect time, TCP connect processing time, web server processing time and remaining content time; and
- discounting at least one retransmitted HTTP Get or HTTP Post request from said client as web server processing time.

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29. (Currently amended) A method for monitoring the performance of a wireless network including at least one node that communicates with the wireless network using a transaction-based protocol, the method comprising:

monitoring particular characteristics of wireless transaction-based protocol exchanges to and/or from said node; and

deriving a plurality of different components including round-trip network latency, TCP connect time, TCP connect processing time, web server processing time, remaining content time, and round-trip network latency in response to said monitoring.

30. (Original) The method of claim 29 wherein said monitoring step includes:

receiving requests and responses from at least one node located remotely from said receiver on the network;

isolating features of received requests and responses and logging times associated with each; and

calculating, in response to said logging, latency associated with said network and latency associated with said node.

31. (Currently amended) The method of claim 29 wherein said monitoring step includes:

monitoring HTTP traffic flowing between a web server and a web client over the wireless network; and

using the web server's initial HTTP reply packet as the logical dividing line for the web client to web server HTTP packet exchange,

wherein said logical dividing line is used to distinguish initial web server reply processing time from wireless network transport time.

32. (Original) The method of claim 29 wherein said monitoring step includes using an IP Header sequence number to help distinguish out-of-order TCP packets from retransmitted TCP data packets each carrying HTTP data.

33. (Original) The method of claim 29 wherein said monitoring step includes using an initial exchange between said server and said client and TCP header flags to determine whether an initial HTTP reply is retransmitted.

34. (Currently amended) The method of claim 29 wherein said monitoring step includes:
continually calculating network retransmission time; and
~~taking said calculated network retransmission time into account when computing~~
web server processing time and TCP connect time and the number of packets lost, said
computing taking into account said calculated network retransmission time.

35. (Original) The method of claim 29 further including using an HTTP initial request and reply to determine if the content of at least one web page hosted by the web server static or dynamic

36. (Original) The method of claim 29 further including discounting at least one retransmitted HTTP Get or HTTP Post request from said client as web server processing time.